IE 410 – INTRODUCTION TO ROBOTICS

Lab-5 report

Running talker and listener codes

Team M410:

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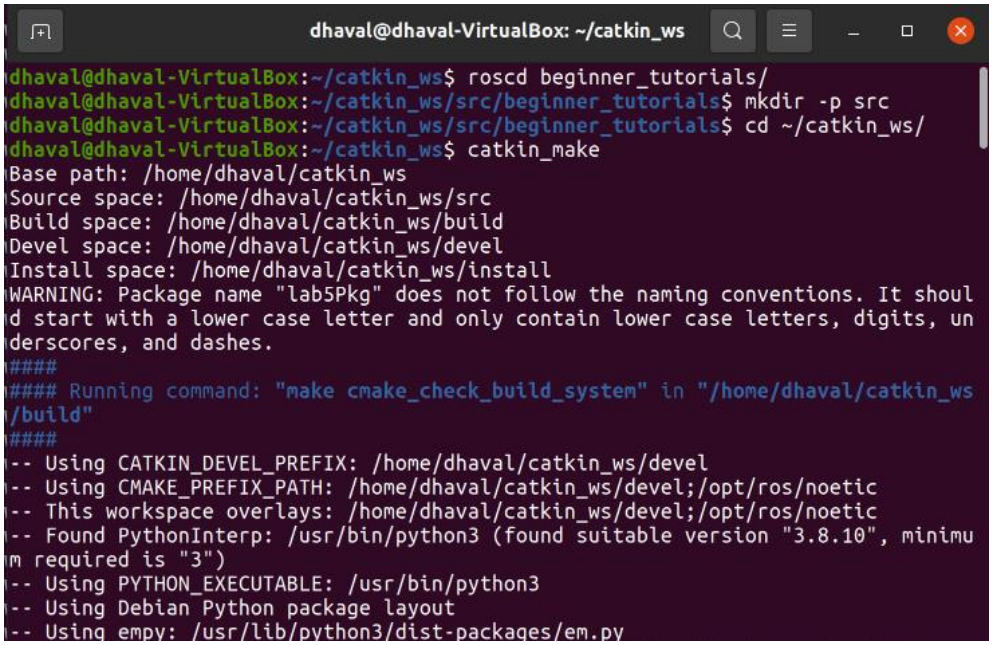
CPP

- **Change directories to your beginner_tutorials package you created in your catkin workspace previous tutorials:**

```
roscd beginner_tutorials
```

- **Create a `src` directory in the beginner_tutorials package directory:**

```
mkdir -p src
```



- **Talker.cpp**

```
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 * POSSIBILITY OF SUCH DAMAGE.
 */
// %Tag(FULLTEXT)%
// %Tag(ROS_HEADER)%
#include "ros/ros.h"
// %EndTag(ROS_HEADER)%
// %Tag(MSG_HEADER)%
#include "std_msgs/String.h"
// %EndTag(MSG_HEADER)%
#include <sstream>
/**
 * This tutorial demonstrates simple sending of messages over the ROS
system.
 */
int main(int argc, char **argv)
{
  /**
   * The ros::init() function needs to see argc and argv so that it can
perform
   * any ROS arguments and name remapping that were provided at the command
line.
   * For programmatic remappings you can use a different version of init()
which takes
   * remappings directly, but for most command-line programs, passing argc
and argv is
   * the easiest way to do it.  The third argument to init() is the name of
the node.
   *
   * You must call one of the versions of ros::init() before using any
other
   * part of the ROS system.
   */
// %Tag(INIT)%
  ros::init(argc, argv, "talker");
// %EndTag(INIT)%

  /**
   * NodeHandle is the main access point to communications with the ROS
system.
   * The first NodeHandle constructed will fully initialize this node, and
the last
   * NodeHandle destructed will close down the node.
```

```
   */
// %Tag(NODEHANDLE)%
  ros::NodeHandle n;
// %EndTag(NODEHANDLE)%
  /**
   * The advertise() function is how you tell ROS that you want to
   * publish on a given topic name. This invokes a call to the ROS
   * master node, which keeps a registry of who is publishing and who
   * is subscribing. After this advertise() call is made, the master
   * node will notify anyone who is trying to subscribe to this topic name,
   * and they will in turn negotiate a peer-to-peer connection with this
   * node.  advertise() returns a Publisher object which allows you to
   * publish messages on that topic through a call to publish().  Once
   * all copies of the returned Publisher object are destroyed, the topic
   * will be automatically unadvertised.
   *
   * The second parameter to advertise() is the size of the message queue
   * used for publishing messages.  If messages are published more quickly
   * than we can send them, the number here specifies how many messages to
   * buffer up before throwing some away.
   */
// %Tag(PUBLISHER)%
  ros::Publisher chatter_pub = n.advertise<std_msgs::String>("chatter",
1000);
// %EndTag(PUBLISHER)%
// %Tag(LOOP_RATE)%
  ros::Rate loop_rate(10);
// %EndTag(LOOP_RATE)%
  /**
   * A count of how many messages we have sent. This is used to create
   * a unique string for each message.
   */
// %Tag(ROS_OK)%
  int count = 0;
  while (ros::ok())
  {
// %EndTag(ROS_OK)%
    /**
     * This is a message object. You stuff it with data, and then publish
it.
     */
// %Tag(FILL_MESSAGE)%
    std_msgs::String msg;
    std::stringstream ss;
    ss << "hello world " << count;
    msg.data = ss.str();
// %EndTag(FILL_MESSAGE)%

// %Tag(ROSCONSOLE)%
    ROS_INFO("%s", msg.data.c_str());
// %EndTag(ROSCONSOLE)%
    /**
     * The publish() function is how you send messages. The parameter
     * is the message object. The type of this object must agree with the
type
     * given as a template parameter to the advertise<>() call, as was done
     * in the constructor above.
```

```
     */
// %Tag(PUBLISH)%
    chatter_pub.publish(msg);
// %EndTag(PUBLISH)%

// %Tag(SPINONCE)%
    ros::spinOnce();
// %EndTag(SPINONCE)%

// %Tag(RATE_SLEEP)%
    loop_rate.sleep();
// %EndTag(RATE_SLEEP)%
    ++count;
  }
  return 0;
}
// %EndTag(FULLTEXT)%
```

- **Listner.cpp**

```
/*
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 * modification, are permitted provided that the following conditions are
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THE
 * POSSIBILITY OF SUCH DAMAGE.
 */

// %Tag(FULLTEXT)%
```
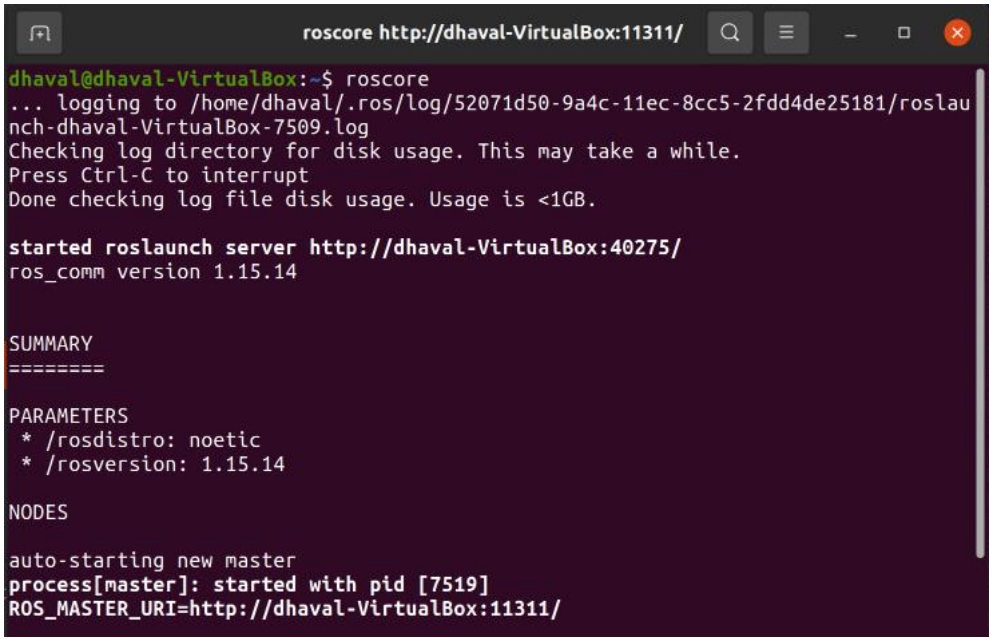

```
#include "ros/ros.h"
#include "std_msgs/String.h"
/**
 * This tutorial demonstrates simple receipt of messages over the ROS
system.
 */
// %Tag(CALLBACK)%
void chatterCallback(const std_msgs::String::ConstPtr& msg)
{
  ROS_INFO("I heard: [%s]", msg->data.c_str());
}
// %EndTag(CALLBACK)%
int main(int argc, char **argv)
{
  /**
   * The ros::init() function needs to see argc and argv so that it can
perform
   * any ROS arguments and name remapping that were provided at the command
line.
   * For programmatic remappings you can use a different version of init()
which takes
   * remappings directly, but for most command-line programs, passing argc
and argv is
   * the easiest way to do it.  The third argument to init() is the name of
the node.
   *
   * You must call one of the versions of ros::init() before using any
other
   * part of the ROS system.
   */
  ros::init(argc, argv, "listener");
  /**
   * NodeHandle is the main access point to communications with the ROS
system.
   * The first NodeHandle constructed will fully initialize this node, and
the last
   * NodeHandle destructed will close down the node.
   */
  ros::NodeHandle n;
  /**
   * The subscribe() call is how you tell ROS that you want to receive
messages
   * on a given topic.  This invokes a call to the ROS
   * master node, which keeps a registry of who is publishing and who
   * is subscribing.  Messages are passed to a callback function, here
   * called chatterCallback.  subscribe() returns a Subscriber object that
you
   * must hold on to until you want to unsubscribe.  When all copies of the
Subscriber
   * object go out of scope, this callback will automatically be
unsubscribed from
   * this topic.
   *
   * The second parameter to the subscribe() function is the size of the
message
   * queue.  If messages are arriving faster than they are being processed,
this
```

```
   * is the number of messages that will be buffered up before beginning to
throw
   * away the oldest ones.
   */
// %Tag(SUBSCRIBER)%
  ros::Subscriber sub = n.subscribe("chatter", 1000, chatterCallback);
// %EndTag(SUBSCRIBER)%
  /**
   * ros::spin() will enter a loop, pumping callbacks.  With this version,
all
   * callbacks will be called from within this thread (the main one).
ros::spin()
   * will exit when Ctrl-C is pressed, or the node is shutdown by the
master.
   */
// %Tag(SPIN)%
  ros::spin();
// %EndTag(SPIN)%
  return 0;
}
// %EndTag(FULLTEXT)%
```

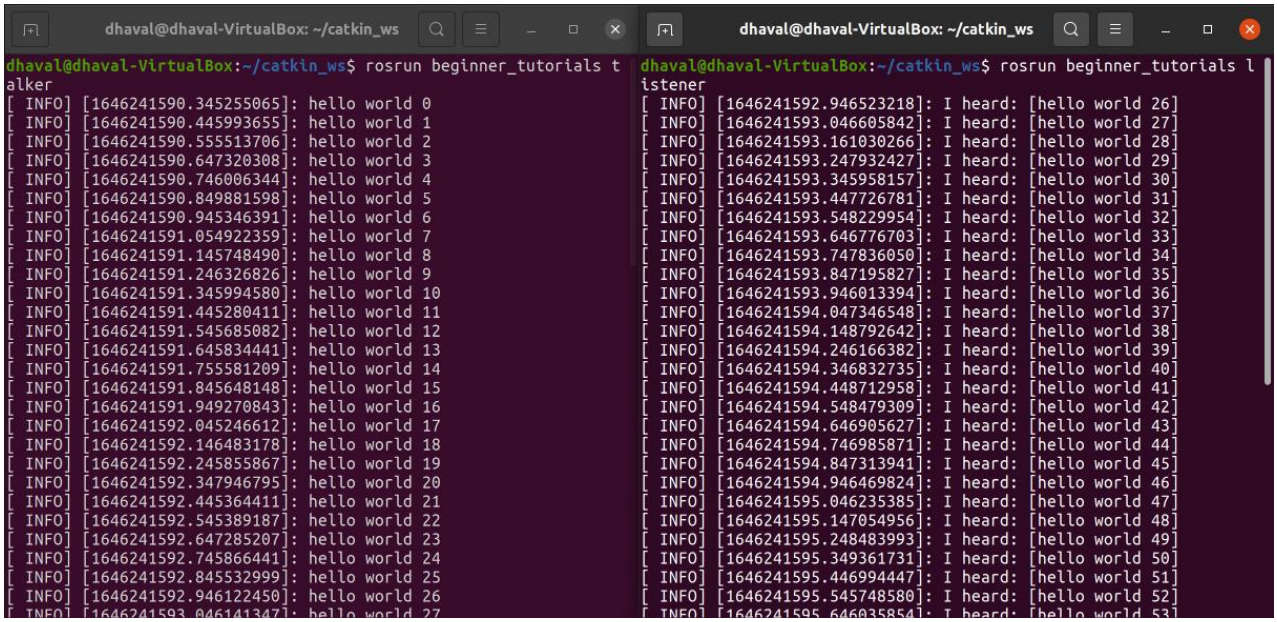
- **Now we will run `$ roscore` command in new terminal**

```
$ roscore
```



- **Now we will run publisher and subscriber in different terminal windows**

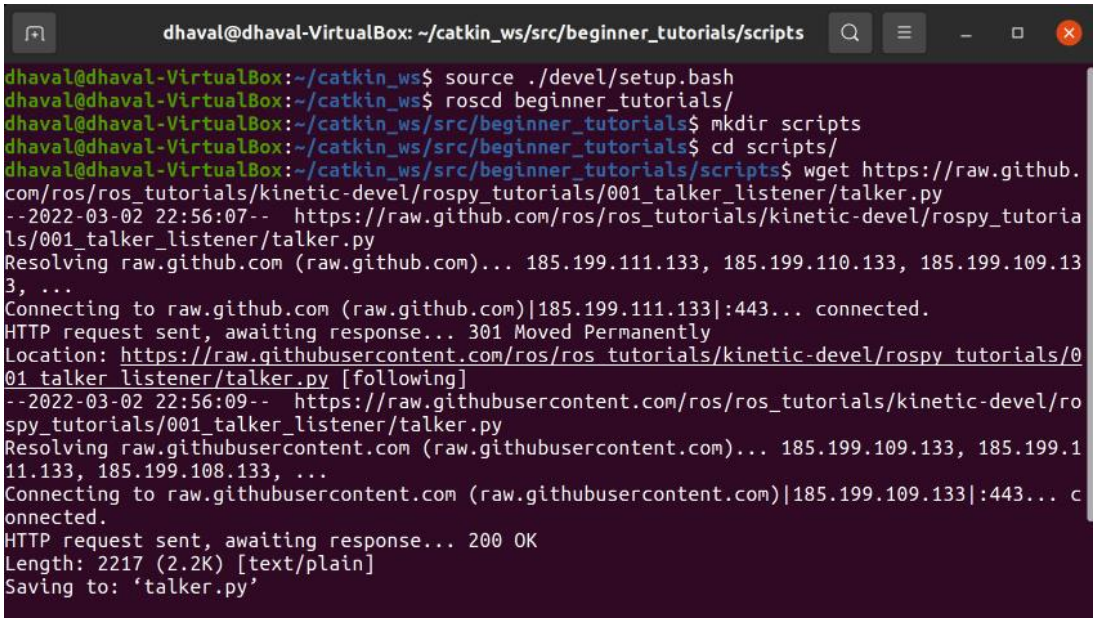
```
$ rosrun beginner_tutorials talker
$ rosrun beginner_tutorials listener
```



PYTHON

- **First lets create a 'scripts' folder to store our Python scripts in:**

```
$ mkdir scripts
$ cd scripts
```



- **Talker.py**

```
#!/usr/bin/env python
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# POSSIBILITY OF SUCH DAMAGE.
#
# Revision $Id$
## Simple talker demo that published std_msgs/Strings messages
## to the 'chatter' topic
import rospy
from std_msgs.msg import String
def talker():
    pub = rospy.Publisher('chatter', String, queue_size=10)
    rospy.init_node('talker', anonymous=True)
    rate = rospy.Rate(10) # 10hz
    while not rospy.is_shutdown():
        hello_str = "hello world %s" % rospy.get_time()
        rospy.loginfo(hello_str)
        pub.publish(hello_str)
        rate.sleep()
if __name__ == '__main__':
    try:
        talker()
    except rospy.ROSInterruptException:
        pass
```

- **Lister.py**

```
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# POSSIBILITY OF SUCH DAMAGE.
#
# Revision $Id$
## Simple talker demo that listens to std_msgs/Strings published
## to the 'chatter' topic
import rospy
from std_msgs.msg import String
def callback(data):
    rospy.loginfo(rospy.get_caller_id() + 'I heard %s', data.data)
def listener():
    # In ROS, nodes are uniquely named. If two nodes with the same
    # name are launched, the previous one is kicked off. The
    # anonymous=True flag means that rospy will choose a unique
    # name for our 'listener' node so that multiple listeners can
    # run simultaneously.
    rospy.init_node('listener', anonymous=True)
    rospy.Subscriber('chatter', String, callback)
    # spin() simply keeps python from exiting until this node is stopped
    rospy.spin()
if __name__ == '__main__':
    listener()
```
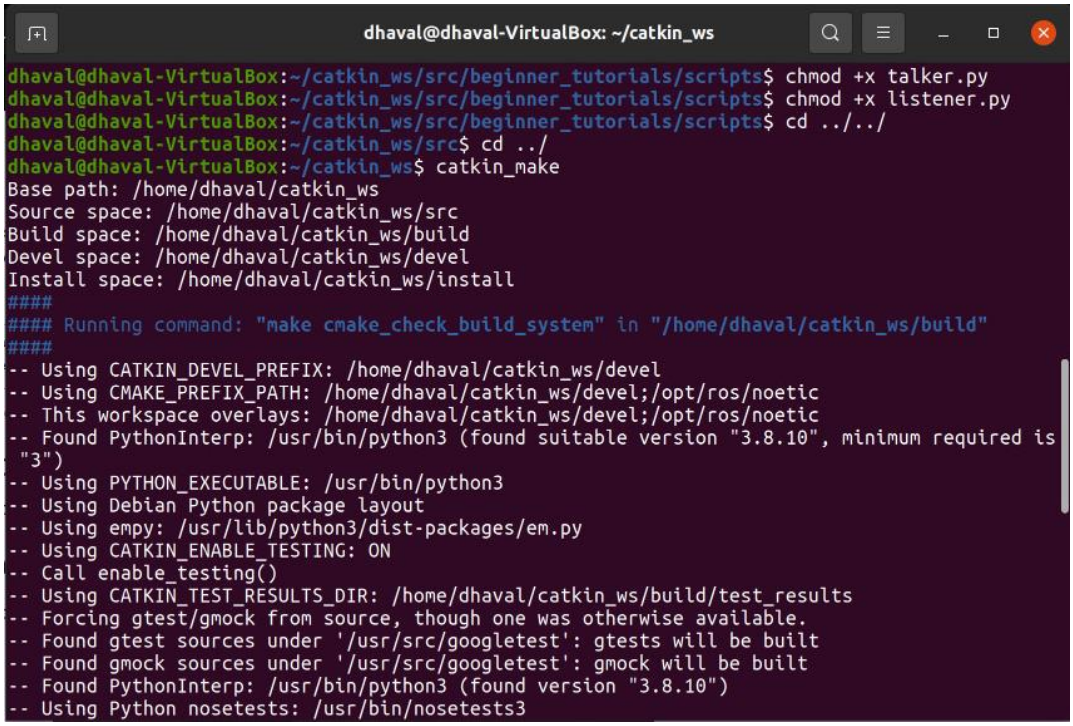
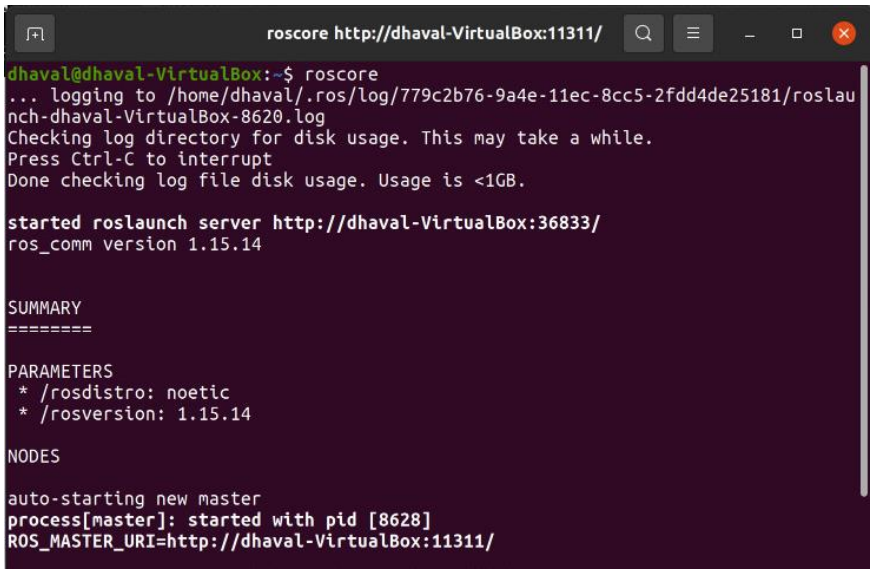

- **Now making talker.py and listener.py executable:**

```
$ chmod +x talker.py

$ chmod +x listener.py
```



- **Now we will run `$ roscore` command in new terminal**

```
$ roscore
```



- **Now we will run publisher and subscriber in different terminal windows**

```
$ rosrun beginner_tutorials talker.py

$ rosrun beginner_tutorials listener.py
```